

42nd Infantry Division - Operation Iraqi Freedom 3 News

DISPATCH

Volume 23

July 31, 2005

Task Force Liberty provides medical treatment for Iraqi girl



Maysa Saud Muhammed has her pulse taken by Staff Sgt. April Williams, a medic with the 228th Command Support Hospital during a visit to Forward Operating Base Speicher. Maysa was seen by Coalition Forces medical providers for scarring from a burns suffered during a house fire in 2003.

Spc. Jimmy D. Lane Jr.
1st Brigade Combat Team Public Affairs

TIKRIT, Iraq -- When two forces meet each other in battle, there are casualties and the innocent often get caught in the crossfire. In many situations, the innocent have no means of getting reparations for the damage they have suffered.

In one little girl's case, help was requested and given. Maysa Saud Mohammed was burned when her house caught fire during a battle between the former Iraqi regime and Coalition Forces during Operation Iraqi Freedom I.

The idea to get medical care for Maysa first came to light when her mother, Nesum Hussein Mohammed met with the 1st Brigade Combat Team legal affairs team to submit a claim for cash to get medical help for her daughter.

"Her mother came into the (office) looking for some compensation for some burns her daughter received during the war in 2003," said Capt. Matt Aman, 1st BCT legal counsel. "I realized that what she really needed was some medical treatment. I coordinated with Capt. Chad Marley, who is our brigade surgeon, and he coordinated with the plastic surgeon (at Forward Operating Base Speicher) to arrange a visit so that she could be fitted with some sort of

apparatus designed to reduce the scarring that she suffered from the burns."

Helping Maysa was not only a step towards community relations with the Iraqis, but also a way to give a little girl a chance to feel better about herself when she becomes more aware of her condition.

"The reason we're doing this is it's obviously part of the campaign to win the hearts and minds of the Iraqis, but looking at it, it was just the right thing to do," Aman said.

"Certainly when she gets to be a teenager, she is going to be much more concerned about it than she is now," said Col. Lewis Walker, 228th Command Support Hospital commander. "What we're trying to do is to get these scars to flatten out in appearance, so when she becomes socially interactive, when she's dating or considering marriage, she'll be much less conscious of it."

While Walker was not able to treat Maysa for her burns, he said he would be able to treat her cosmetically. Any other possible procedure would prove to be difficult and painful.

"At this late date intervening in her case would involve mostly just ordering some compression garments for the scars, they're too big to surgically remove," Walker said. "If I did remove them, I'd then have to skin graft the area, that

involves removing skin from elsewhere, complicating the issue regarding scarring, and essentially doubling her wound size. We've taken her measurements, and we're going to work through supply and try to get them here as soon as we can."

Maysa's mother wanted compensation to be able to take her daughter to a local doctor, but Aman felt Maysa would benefit more from medical attention than any monetary compensation.

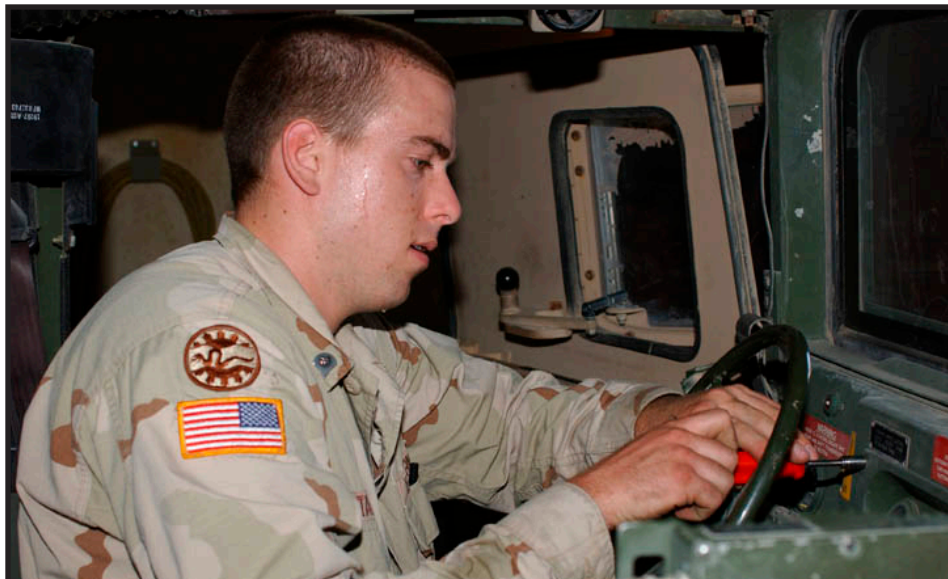
"Her mom wanted money, but I said 'look, that's not going to help you. She needs the medical treatment so that she can live a normal life.' We're able to provide that to her."

Maysa was ecstatic when she heard she would be able to see a doctor on FOB Speicher for her scars.

"She was very happy, very excited," Aman said. "When she came back for me to break the news to her that we were going to be able to help her out, she was bouncing off the walls. This is just one of the reasons we're here, and I'm glad to do it."

While Maysa was too shy to offer any comment, Nesum said she was very happy to be able to bring her daughter to the doctor, and appreciated all that Coalition Forces were trying to do here in Iraq.

Task Force Liberty keeping cool in Iraq



Specialist Josh Stanek, heating and air conditioning technician, 2nd Tank, 116th Brigade Combat Team, removes a screw on a Humvee dashboard to work on the vehicles airconditioning unit.

Story and photo by Staff Sgt. Duane M. Brown
22nd MPAD

FORWARD OPERATING BASE WARRIOR, Iraq – Working together, Mo' Money Air Conditioning and one U.S. Soldier keep troops cool during missions, despite high temperatures in Kirkuk, Iraq.

As a Department of Defense contractor, Mo' Money Air Conditioning provides services to

Forward Operating Base Warrior and any Coalition Forces personnel needing support.

"Aside from being a luxury, having air conditioning is vital to the physical well-being of the Soldier," said Cpt. Elijah L. Preston, Battalion signal officer, 3rd Battalion, 116th Brigade Combat Team, and native of The Dalles, Ore. With extreme temperatures in Iraq, having air conditioning inside vehicles gives Soldiers time to lower their body temperatures.

"Temperatures in northern Iraq reach 130 degrees or higher, and with up-armored vehicles all enclosed, it's really important," Preston added.

Mo' Money specializes in the area of installation and repair in Humvees.

Having an area of expertise does not limit their drive to help those that need it.

"We will install or repair any vehicle that has air conditioning," said German Carrillo, field service technician, DOD contractor for Mo' Money and native of El Paso, TX.

Carrillo has been in theater since December 2003.

With such a high demand for service, Mo' Money has added Spc. Josh Stanek, heating and air conditioning technician, 2nd Battalion, 116th BCT, who has been with them for the past four months.

"It's great working with Stanek," said Carrillo. "As time progressed, we have not only become friends, he has gained the knowledge to go back to his unit and do this type of operation on his own."

Having a background in heating and air conditioning repair is ideal for this situation.

"When I first got here, I was working at the maintenance shop. Then one day Mo' Money asked for some help and I came over," Stanek said.

"We have both learned from each other. It's a good combination working with the military," Carrillo added.

According to Stanek, the major reoccurring problems are busted lines and wear and tear from constant use.

Mo' Money has a fast service turn around rate.

"I think we are doing very well here. We are all caught-up and no one has any complaints about our work," Stanek added.

The games Soldiers play

Story and photos by
Sgt. First Class David R. Rhodes
22nd MPAD

KIRKUK, Iraq – Soldiers are competitive. They play sports, video games and card games. One group takes their competitiveness to the battlefield in Kirkuk, a low, spread-out city that is broken down into sectors patrolled by Iraqi police officers and Coalition Forces with a population of roughly 750,000.

Third platoon, Company A, 2nd Battalion, 116th Brigade Combat Team, operates in the east and southeast part of the ancient city and on most days patrols the heart of Kirkuk, mounted in armored Humvees.

Their patrols mainly focus on looking for improvised explosive devices and suspicious activities from vehicles or personnel.

"We see the same buildings, avenues and trash piles everyday," said Sgt. 1st Class Matthew C. Askew, 3rd platoon sergeant, and native of Boise, Idaho. "It's very monotonous."

Routes are changed daily to keep

personnel from getting complacent, Askew said. The platoon's leadership has stepped outside the box and used a little ingenuity to spice things up.

"They created a point system game that breaks the monotony and takes away complacency, getting Soldiers to actively scan their sectors," Askew said.

In a variation of a driving game, the Soldiers scan their sectors not only for improvised explosive devices (IEDs) and suspicious activity, but for a variety of things. When one of them spots an item on the list, a dead dog for example, they call it up on the radio and score points, five for the dead dog on today's patrol.

"The game gets them more in tune with patrols and their sectors and raises the probability of seeing it before it sees you," Askew explained.

Points can be scored on any number of items, including donkey carts in two varieties, a local celebrity known as "Naked Man" and world famous Volkswagen bugs. The goal is to be the first to

reach 1,000 points and win an as yet unnamed prize.

There is a way to win automatically, though.

"An IED is worth 1,000 points and is an automatic win," explained Spc. Matthew K. Douglas, driver, and native of Boise, Idaho.

Not everyone plays to win the

unknown prize.

"We do it to stay aware. We don't want to lose a fellow Soldier; we're good friends," Douglas said. "We just watch out for each other."

Askew is another who doesn't play for the prize. "My prize is bringing all my guys home and, if that's the prize, by all means ... let's plays."



Coalition Forces and Iraqi police respond to reports of a rocket attack while in route to a traffic control point. In a joint effort, after reaching the alleged impact area, Soldiers and IP established a safety perimeter and searched the area for intelligence.